WANT TO PLAY A GREAT GAME, BOY?

It's your pal, Beetlejuice™ here to bamboozle those bewitchers from the Neitherworld vacationing at lovely Lydia's place. This house is HAUNTED! Flying cups and saucers and clothes that spring to life cause quite a panic...especially when they're coming for you! It's a horrific 5 level challenge to spook attic ghasties, rattle angry skeletons and scare ghostly bats. Vampires may even join you for a "bite" to eat. Hmm... maybe we should skip lunch today.

These Neitherworld ghoul-o-ramas are no match for us. Has the "ghost with the most" ever let you down?!!

Graveyard Mix-up!

Neitherworld Pogosnake!

Funny face scare-off!

Check out the "GHOST WITH THE MOST" for your NES™ too!

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OUR WORLD IS IN PERIL! **GAIA**, THE SPIRIT OF THE EARTH, CAN NO LONGER STAND THE TERRIBLE DESTRUCTION PLAGUING OUR PLANET. SHE SENDS FIVE MAGIC RINGS TO FIVE SPECIAL YOUNG PEOPLE: FROM AFRICA -- **KWAME**, WITH THE POWER OF **EARTH**! FROM NORTH AMERICA -- **WHEELER**, WITH THE POWER OF **FIRE**! FROM THE SOVIET UNION -- **LINKA**, WITH THE POWER OF **WIND**! FROM ASIA -- **GI**, WITH THE POWER OF **WATER**! AND FROM SOUTH AMERICA -- **MA-TI**, WITH THE POWER OF **HEART**! WHEN THE FIVE POWERS COMBINE THEY SUMMON EARTH'S GREATEST CHAMPION...

CAPTAIN PLANET AND THE PLANETEERS

HOPE SPRINGS ETERNAL

HOPE ISLAND -- AN ECOLOGICAL PARADISE. QUITE POSSIBLY THE MOST PERFECT PLACE IN THE WORLD.

VIRTUALLY EVERY SPECIES OF ANIMAL CAN BE FOUND HERE, AS WELL AS EVERY TYPE OF PLANT LIFE. RAIN FORESTS THRIVE, AND ANIMALS ONCE THOUGHT EXTINCT ROAM FREE.

IT IS HERE THAT THE SPIRIT OF THE EARTH, GAIA, HAS TRAINED THE MIGHTY PLANETEERS TO FIGHT TO SAVE THE EARTH FROM THREATS TO THE ENVIRONMENT.

WELCOME BACK, PLANETEERS! I TRUST YOUR BEACH PARTY WENT WELL!

AFTER DEFEATING VERMINOUS SKUMM, YOU DESERVED SOME TIME FOR RELAXATION!

BARRY DUTTER writer • PAT BRODERICK penciler • BRUCE PATTERSON & RALPH CABRERA inkers • JOHN COSTANZA letterer • SARRA MOSSOFF colorist • ROB TOKAR editor • TOM DEFALCO editor in chief

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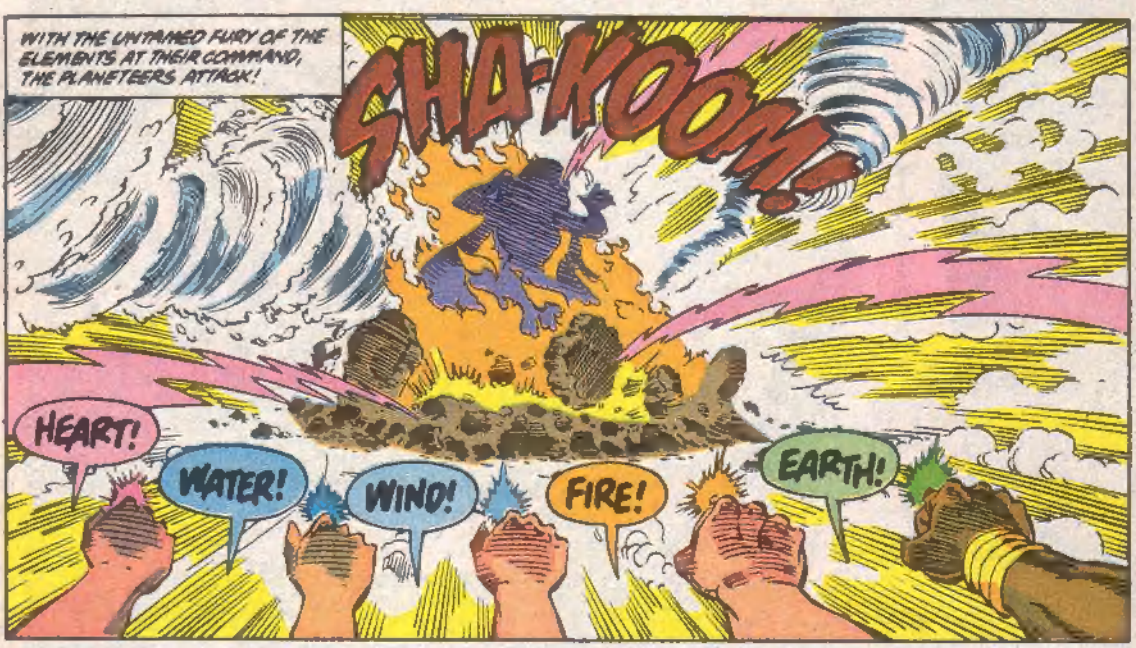
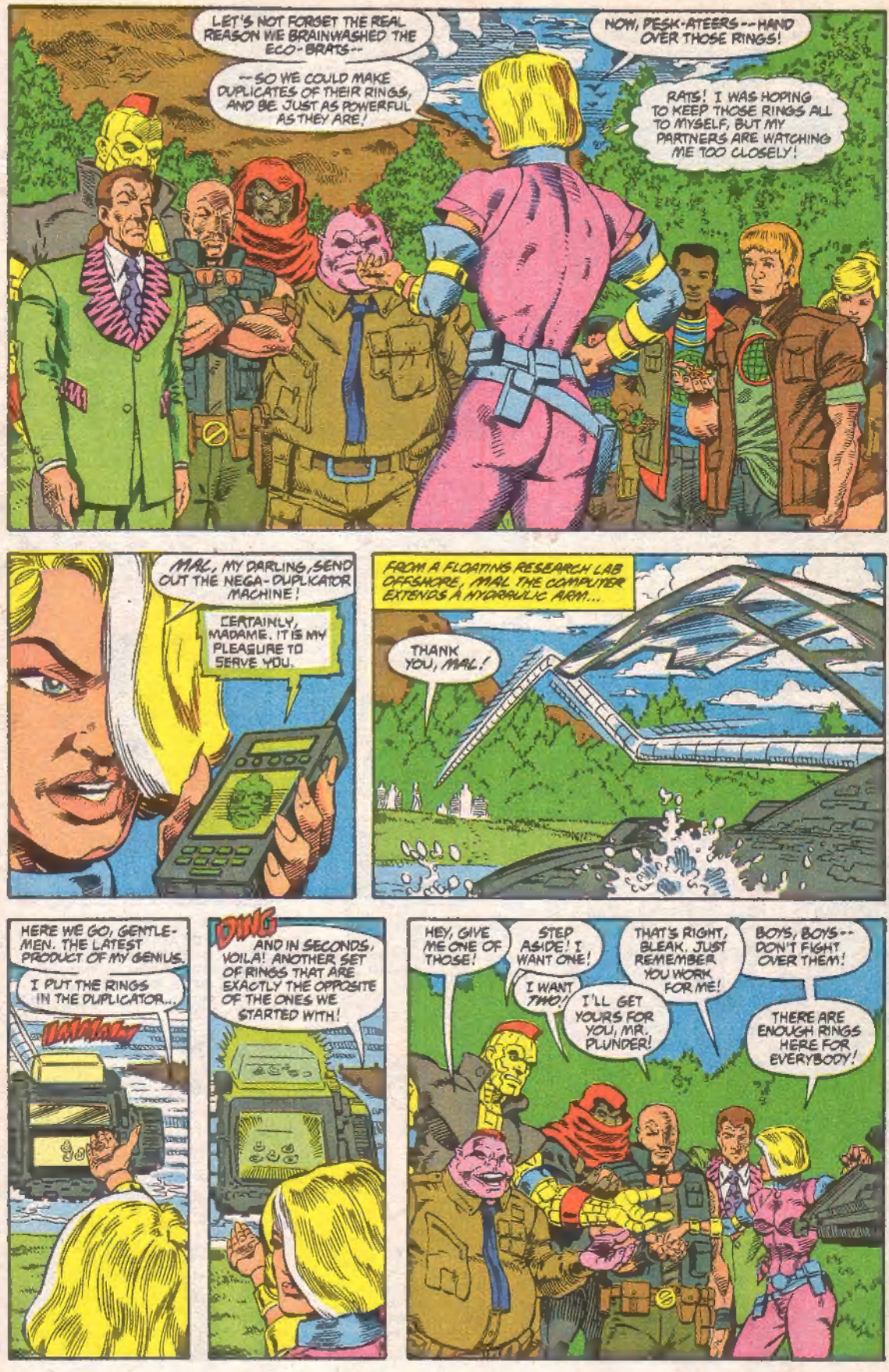
PLANETEERS? WHAT IS THE MATTER?!
YOU ALL LOOK SO STRANGE!
THE PLANETEERS' BLANK STARES ARE UNCHANGING AS THEY STIFFLY RAISE THEIR RINGS...
MUST... GET... GAIA!


WITH THE UNTAMED FURY OF THE ELEMENTS AT THEIR COMMAND, THE PLANETEERS ATTACK!
SHA-KOOM!
HEART!
WATER!
WIND!
FIRE!
EARTH!

WHEN THE SMOKE CLEARS, GAIA IS GONE.

SHORTLY, THE CRIMINAL MASTERMINDS BEHIND THIS SCHEME ARRIVE ON HOPE ISLAND.
HA! THE PLAN WORKED LIKE A CHARM! LOOKS LIKE THOSE PUNK-ATEERS FINISHED OFF GAIA FOR GOOD!
YES, IT DID GO RATHER SMOOTHLY. GAIA NEVER SUSPECTED THAT WE SNUCK UP ON THE PLANETEERS ONE AT A TIME, PLANTING BRAINWASHING DEVICES ON THEM. *
THOSE ECO-TWERPS ARE COMPLETELY IN OUR POWER NOW!
* IN ISSUES #2-5 -- ROB.
THAT'S RIGHT! IF NOT FOR THOSE ENVIRO-BRATS, WE NEVER COULDA FOUND HOPE ISLAND!
... WHICH WILL MAKE A GREAT NUCLEAR WASTELAND!
YEAH! NOW WE'VE GOT OURSELVES A GREAT PIECE OF BEACHFRONT PROPERTY!
ONCE MY HIRED GUN ARGOS BLEAK TAKES CARE OF THE OTHER VILLAINS, I'LL MAKE HOPE ISLAND INTO MY OWN PRIVATE RESORT!
THIS ISLAND IS PERFECT FOR MY PLANS! I'LL TURN IT INTO A GIANT RESEARCH LAB, WHERE I CAN PERFORM ALL KINDS OF EXPERIMENTS!
AND MY FIRST GUNEA PIGS WILL BE MY FELLOW ECO-VILLAINS — FOLLOWED BY THOSE BRATTY PESK-ATEERS!!
HOPE ISLAND WILL BE A PERFECT NESTING PLACE FOR ME AND MY KIND! THE FIRST MOVE WILL BE TO INFECT MY "FRIENDS," SO THAT THEY'LL BECOME JUST LIKE ME!
THEN MY DISEASE WILL SPREAD...!
THIS ISLAND IS JUST BIG ENOUGH FOR ME TO STORE MY HOARD OF PERSONAL POSSESSIONS.
OF COURSE, FIRST I'LL HAVE TO KNOCK DOWN ALL THE TREES... AND GET RID OF MY SIX "PARTNERS"!
WE ALL HAD OUR OWN SEPARATE SCHEMES ...BUT WE ALWAYS HAD THE BACK-UP PLAN IN CASE THOSE DIDN'T WORK!
JUST SHOWS WHAT WE CAN ACCOMPLISH IF WE ALL WORK TOGETHER!


LET'S NOT FORGET THE REAL REASON WE BRAINWASHED THE ECO-BRATS--
--SO WE COULD MAKE DUPLICATES OF THEIR RINGS, AND BE JUST AS POWERFUL AS THEY ARE!
NOW, PESK-ATEERS--HAND OVER THOSE RINGS!
RATS! I WAS HOPING TO KEEP THOSE RINGS ALL TO MYSELF, BUT MY PARTNERS ARE WATCHING ME TOO CLOSELY!
MAL, MY DARLING, SEND OUT THE NEGA-DUPLICATOR MACHINE!
CERTAINLY, MADAME. IT IS MY PLEASURE TO SERVE YOU.
FROM A FLOATING RESEARCH LAB OFFSHORE, MAL THE COMPUTER EXTENDS A HYDRAULIC ARM...
THANK YOU, MAL!
HERE WE GO, GENTLEMEN. THE LATEST PRODUCT OF MY GENIUS.
I PUT THE RINGS IN THE DUPLICATOR...
DING
AND IN SECONDS, VOILA! ANOTHER SET OF RINGS THAT ARE EXACTLY THE OPPOSITE OF THE ONES WE STARTED WITH!
HEY, GIVE ME ONE OF THOSE!
STEP ASIDE! I WANT ONE!
I WANT TWO!
I'LL GET YOURS FOR YOU, MR. PLUNDER!
THAT'S RIGHT, BLEAK. JUST REMEMBER YOU WORK FOR ME!
BOYS, BOYS--DON'T FIGHT OVER THEM!
THERE ARE ENOUGH RINGS HERE FOR EVERYBODY!

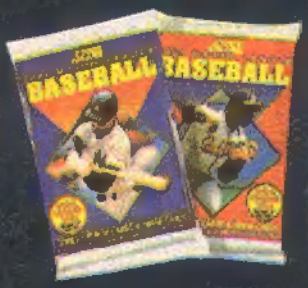
GET ALL THE ACTION!

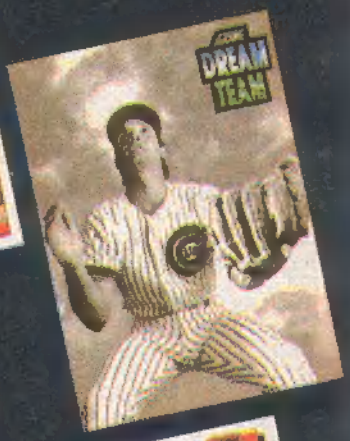
'92

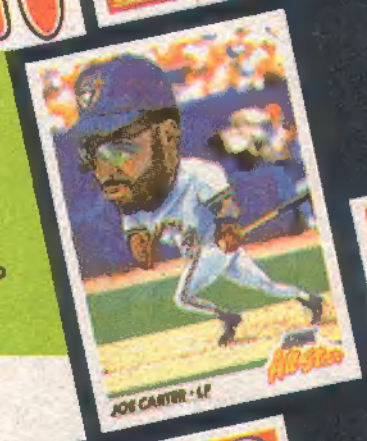
SCORE®

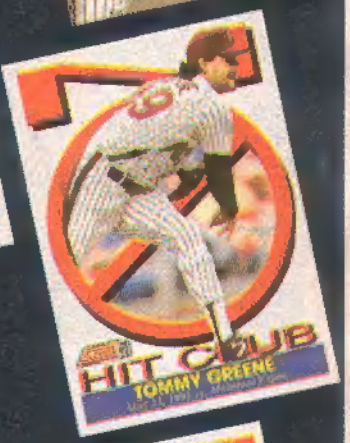
MAJOR LEAGUE BASEBALL®

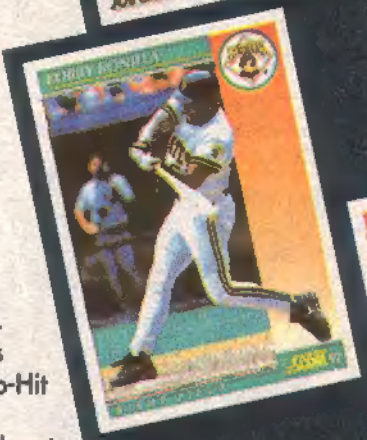
"Look for Joe DiMaggio Offer!"

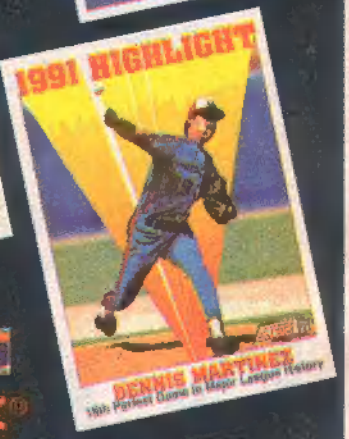












Bases loaded. Here's the pitch... *CRACK!* It's going, going, gone! A grand slam by Darryl Strawberry!

He takes the sign. He winds up. Here's the pitch... *WHIFF!* Another strikeout by Roger Clemens!

SCORE takes you to the ballpark with 893 cards in two series, 16 cards to a pack. SCORE has more than 100 rookie prospects and hot subsets like the Dream Team, the No-Hit Club and the All-Stars.

SCORE also has Joe DiMaggio! The Yankees' Hall-of-Fame outfielder has autographed 2,495 cards and you may be lucky enough to find one.*

DiMaggio, Strawberry, Clemens... and hundreds of other baseball stars come alive in the palm of your hand with SCORE!

*See details on Series I packs

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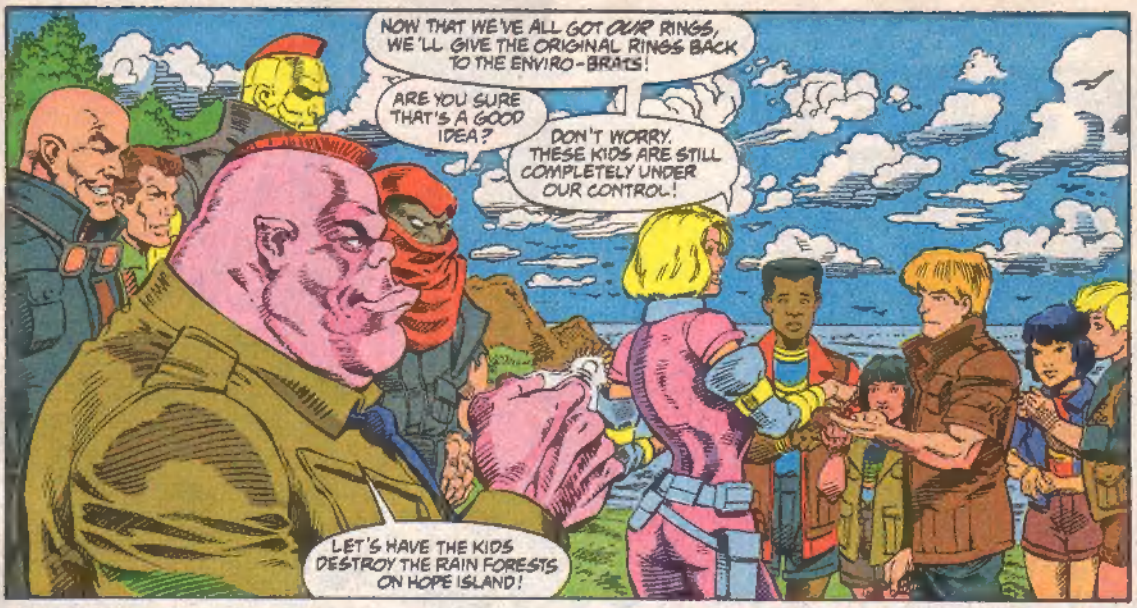
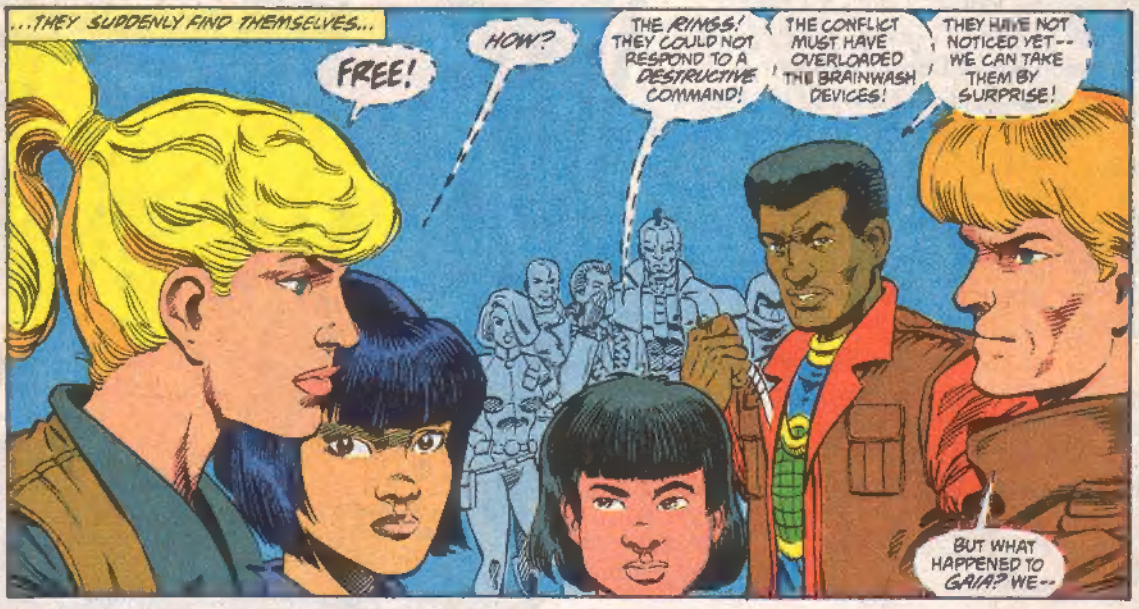
THE INTELLIGENT CHOICE™


NOW THAT WE'VE ALL GOT OUR RINGS, WE'LL GIVE THE ORIGINAL RINGS BACK TO THE ENVIRO-BRATS!
ARE YOU SURE THAT'S A GOOD IDEA?
DON'T WORRY. THESE KIDS ARE STILL COMPLETELY UNDER OUR CONTROL!
LET'S HAVE THE KIDS DESTROY THE RAIN FORESTS ON HOPE ISLAND!

WHY SHOULD THEY GET TO HAVE ALL THE FUN?
LET'S HAVE THEM DESTROY EACH OTHER! PLANETEERS-- USE YOUR RINGS TO ATTACK EACH OTHER!
MUST... ATTACK... FRIENDS...
AS THE PLANETEERS RAISE THEIR RINGS TO CARRY OUT BLIGHT'S EVIL ORDER...


...THEY SUDDENLY FIND THEMSELVES...
FREE!
HOW?
THE RINGS! THEY COULD NOT RESPOND TO A DESTRUCTIVE COMMAND!
THE CONFLICT MUST HAVE OVERLOADED THE BRAINWASH DEVICES!
THEY HAVE NOT NOTICED YET-- WE CAN TAKE THEM BY SURPRISE!
BUT WHAT HAPPENED TO GAIA? WE--

CLASSIC MARVEL™ T'S

100% NATURAL EARTH FIBER T'S FROM THE LEADER IN MUTANT FASHION

It's neither cheap nor easy to produce the hottest T's on the planet. Our mutant artist insists on using the entire shirt as his canvas...We are pleased to announce that shipping & handling charges are now only $1 per item. Dr. Doom does his homework and if you do yours, you will realize MARVEL T'S are still the best value for **maximum cosmic style!**

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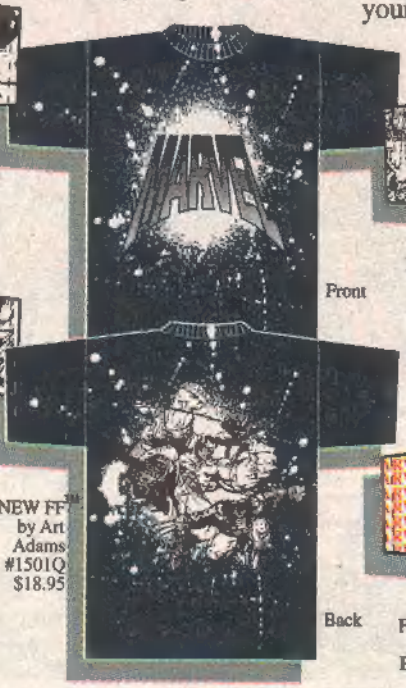

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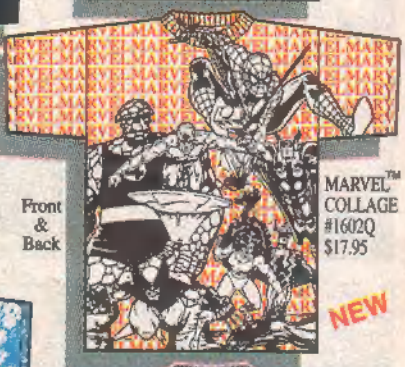

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$1.50 MASTER CARD & VISA FEE OR SEND THE FOLLOWING TODAY!

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- *style number *Size (mens s, m, l & xl)
- *Price plus $1.00 shipping & handling per shirt *Foreign postage is $7.95
- *Check or money order only, no COD
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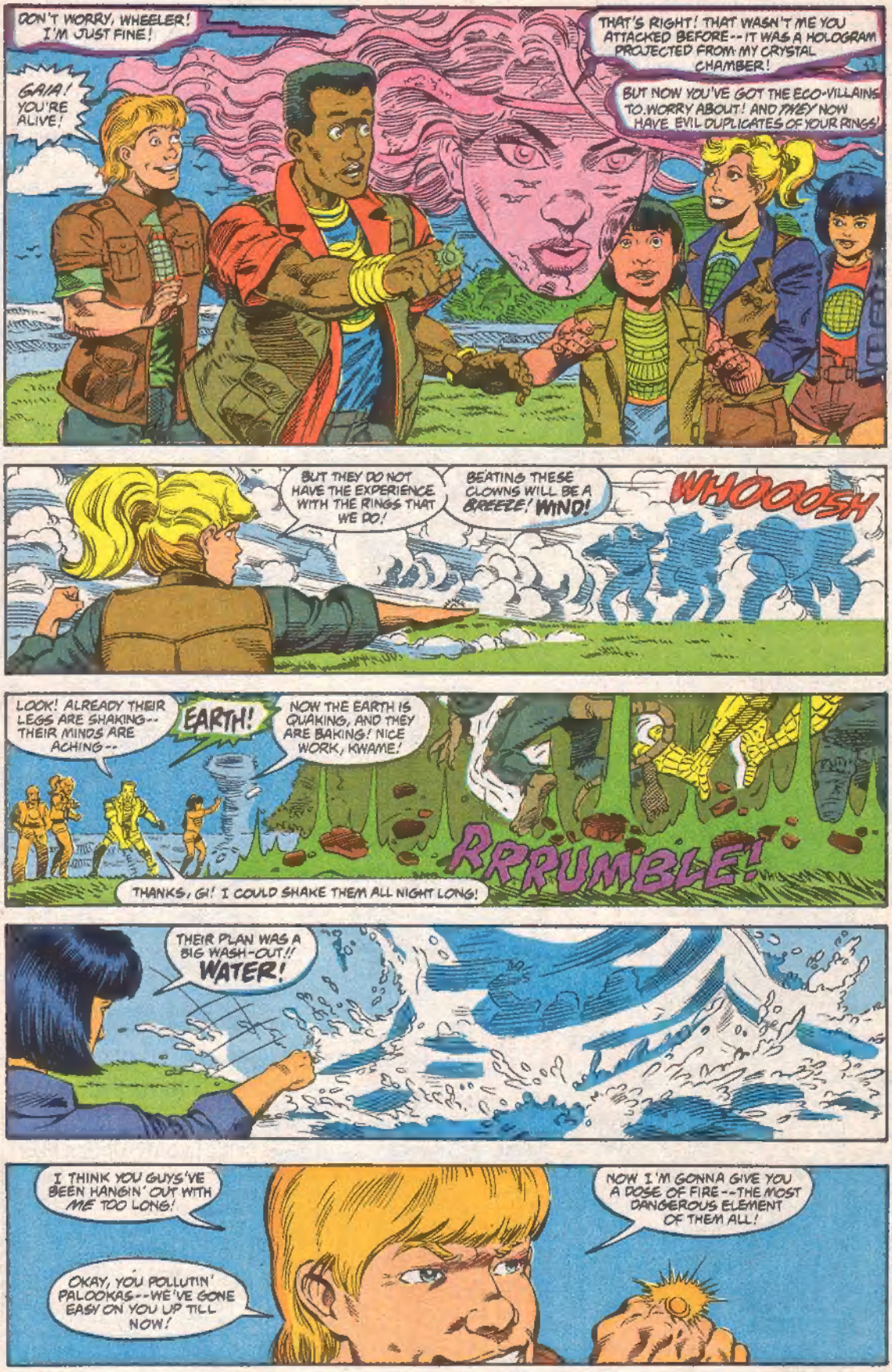
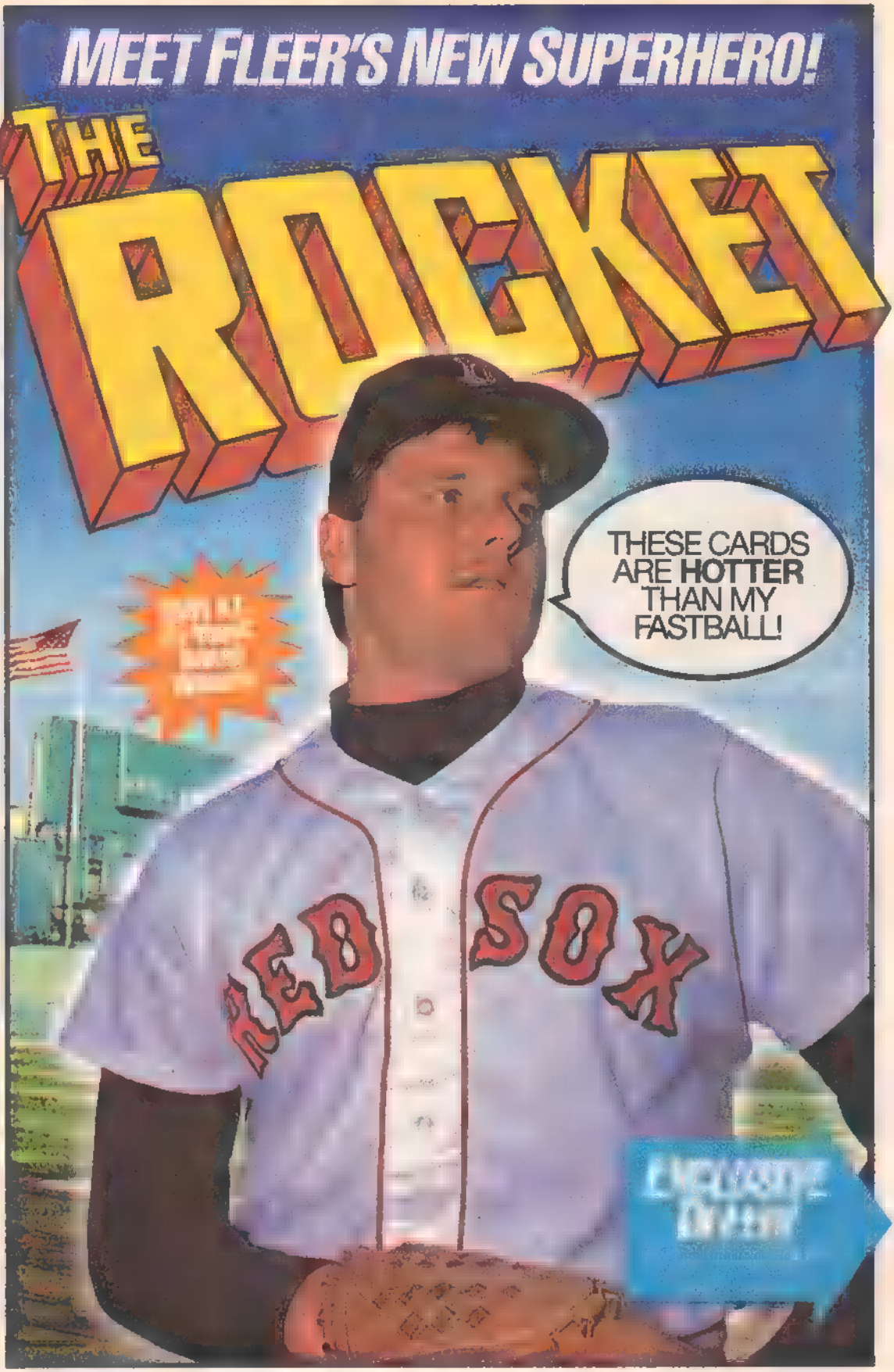
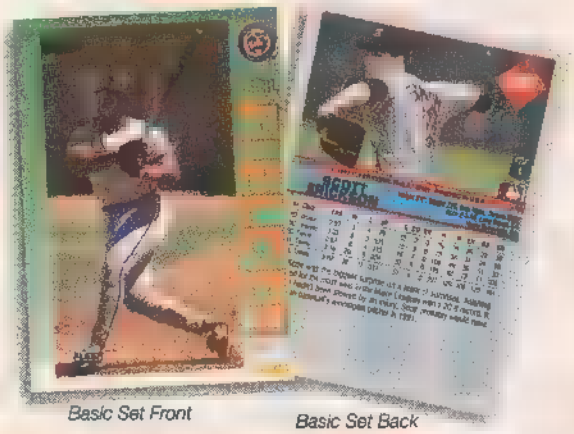

DON'T WORRY, WHEELER! I'M JUST FINE!
GAIA! YOU'RE ALIVE!
THAT'S RIGHT! THAT WASN'T ME YOU ATTACKED BEFORE--IT WAS A HOLOGRAM PROJECTED FROM MY CRYSTAL CHAMBER!
BUT NOW YOU'VE GOT THE ECO-VILLAINS TO WORRY ABOUT! AND THEY NOW HAVE EVIL DUPLICATES OF YOUR RINGS!
BUT THEY DO NOT HAVE THE EXPERIENCE WITH THE RINGS THAT WE DO!
BEATING THESE CLOWNS WILL BE A BREEZE! MIND!
WHOOOSH
LOOK! ALREADY THEIR LEGS ARE SHAKING--THEIR MINDS ARE ACHING--
EARTH!
NOW THE EARTH IS QUAKING, AND THEY ARE BAKING! NICE WORK, KWAME!
RRRUMBLE!
THANKS, G! I COULD SHAKE THEM ALL NIGHT LONG!
THEIR PLAN WAS A BIG WASH-OUT!! WATER!
I THINK YOU GUYS'VE BEEN HANGIN' OUT WITH ME TOO LONG!
OKAY, YOU POLLUTIN' PALOOKAS--WE'VE GONE EASY ON YOU UP TILL NOW!
NOW I'M GONNA GIVE YOU A DOSE OF FIRE--THE MOST DANGEROUS ELEMENT OF THEM ALL!

WELL, I GUESS THAT WON'T BE NECESSARY AFTER ALL. LOOKS LIKE OUR ECO-VILLAINS HAVE HAD THE FIGHT KNOCKED OUT OF THEM!
I SAY WE SHOULD LOCK THESE CLOWNS UP HERE ON HOPE ISLAND FOREVER!
NOW, WHEELER, WE ALL KNOW THAT IS NOT THE ANSWER.
YEAH, I GUESS YOU'RE RIGHT, KWAME. STILL, WE CAN'T JUST LET THEM GO!
YOU'RE FORGETTING A THIRD OPTION, WHEELER. THE WAY TO MAKE CHANGE IS NOT THROUGH FORCE, BUT THROUGH REASON AND EDUCATION.
PLUNDER AND BLEAK COULD ONE DAY DISCOVER THAT THERE IS PROFIT IN THINGS OTHER THAN MONEY...
...AND THAT HAVING A HEALTHY PLANET TO LIVE ON IS A REWARD NO MONEY CAN BUY.
NUKEM'S POWER WON'T MAKE HIM ANY HAPPIER--LIKE ALL BULLIES, HE'LL EVENTUALLY MEET SOMEONE STRONGER.
BUT STRENGTH OF SPIRIT AND CONVICTION, LIKE THE PLANETEERS POSSESS, CAN NEVER BE DEFEATED.
SKUMM'S DESIRE TO PREY ON THE WEAK IS A WEAKNESS IN ITSELF.
IF SKUMM COULD LEARN TO NURTURE INSTEAD OF ATTACK, HE WOULD FIND MORE FOLLOWERS AND FEWER ENEMIES.
THERE'S ROOM ENOUGH FOR ALL CREATURES ON EARTH.
AS LONG AS GREEDLY WANTS JUST FOR THE SAKE OF WANTING, HE WILL NEVER KNOW TRUE HAPPINESS.
SOMEDAY HE'LL FIND THAT GIVING IS THE GREATEST TREASURE OF ALL.
DR. BLIGHT IS A SCIENTIFIC GENIUS. IF SHE PUT HER MIND TO IT, SHE COULD DO GREAT THINGS AND MAKE INCREDIBLE DISCOVERIES FOR THE BENEFIT OF MANKIND.
AND THOSE FEATS WOULD GIVE HER THE BEAUTY SHE'S ALWAYS SOUGHT.
DO YOU REALLY THINK SO?
YES... I COULD BE BEAUTIFUL...
WAIT! DON'T YOU SEE WHAT'S HAPPENING? GAIA IS TRYING TO BRAINWASH US!


MEET FLEER'S NEW SUPERHERO!
THE ROCKET
THESE CARDS ARE HOTTER THAN MY FASTBALL!
RED SOX

FLEER'S BEST BASEBALL CARDS EVER!

The 720-card basic set of Fleer '92 Baseball features sharper printing. Cool metallic inks. Spectacular color. A smooth finish and action-crammed photos on both sides. 17 cards in each pack (up from 14 in '91). And 5 fantastic subsets, including 6 radical new "Pro-Visions™" Art Cards by Terry Smith, 10 "Super Star Specials," 10 "League Leaders," 29 "Major League Prospects," and 7 "Record Setters." Even the wrappers have been improved, with new non-staining poly material instead of wax.



Basic Set Front — Basic Set Back

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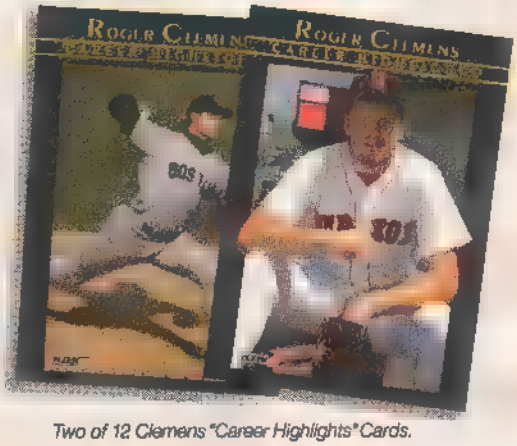
You'll find 24 dynamite limited-edition "Fleer All-Star" cards in wax packs. 20 "Team Leaders" in rack packs. And 20 "Rookie Sensations" in cello packs. All 64 cards in these three subsets feature super-glossy UV coating and the added gleam of gold foil stamping.

OVER 2,000 SIGNED CLEMENS CARDS, AND MORE!

These three cards ▬ not available in any pack type!

This year, our line-up is Rocket propelled–with over 2,000 hand-signed Roger Clemens cards inserted in all pack types.* They're part of an explosive 12-card limited-edition subset, "Roger Clemens Career Highlights." And you can also get a 3-card extremely limited edition Roger Clemens subset just by mailing us 10 Fleer '92 Baseball wrappers plus $1.00 shipping/handling. But you gotta hustle–this offer expires 10/31/92! See pack for details.



Two of 12 Clemens "Career Highlights" Cards.

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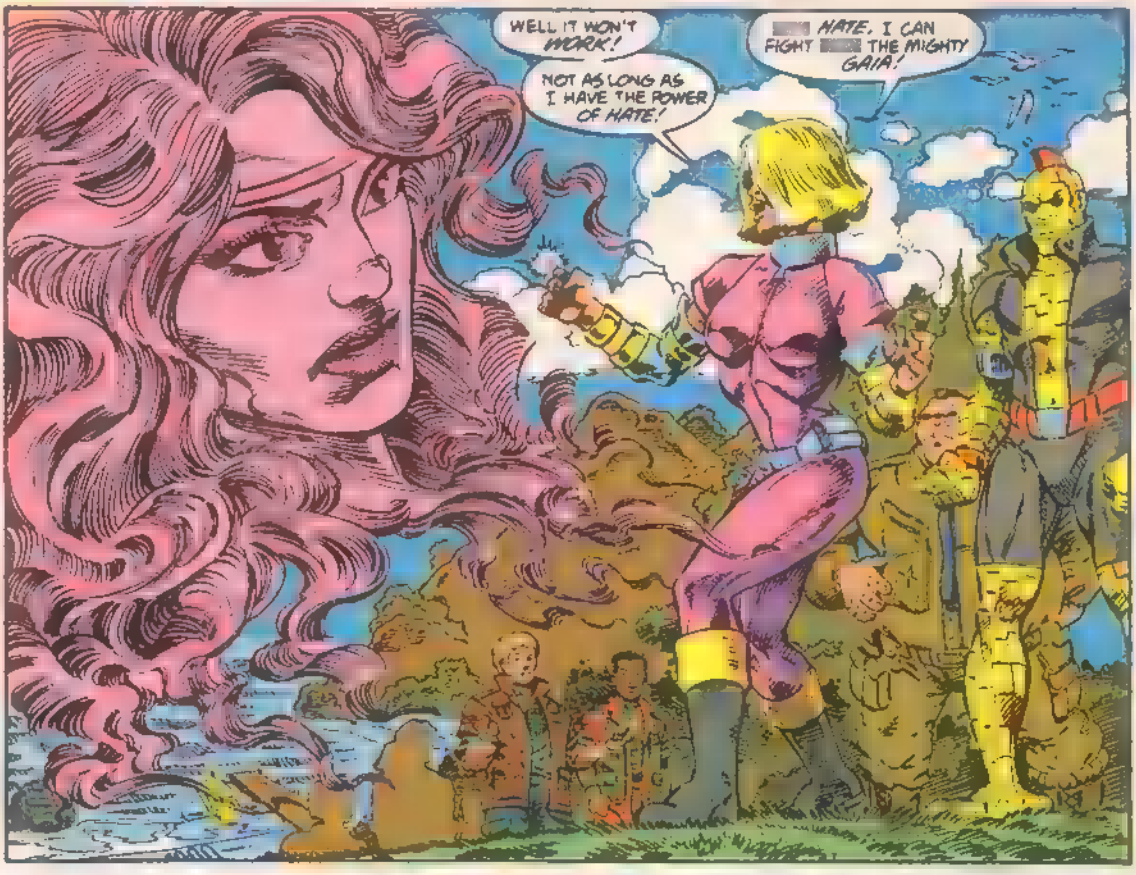
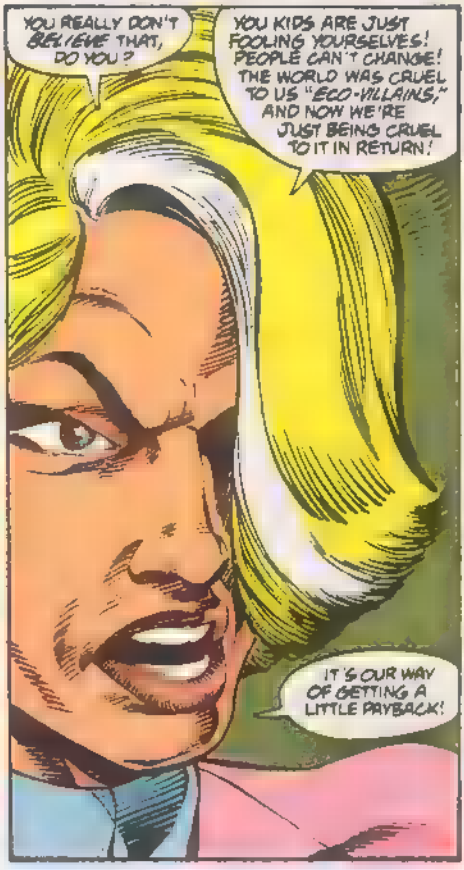
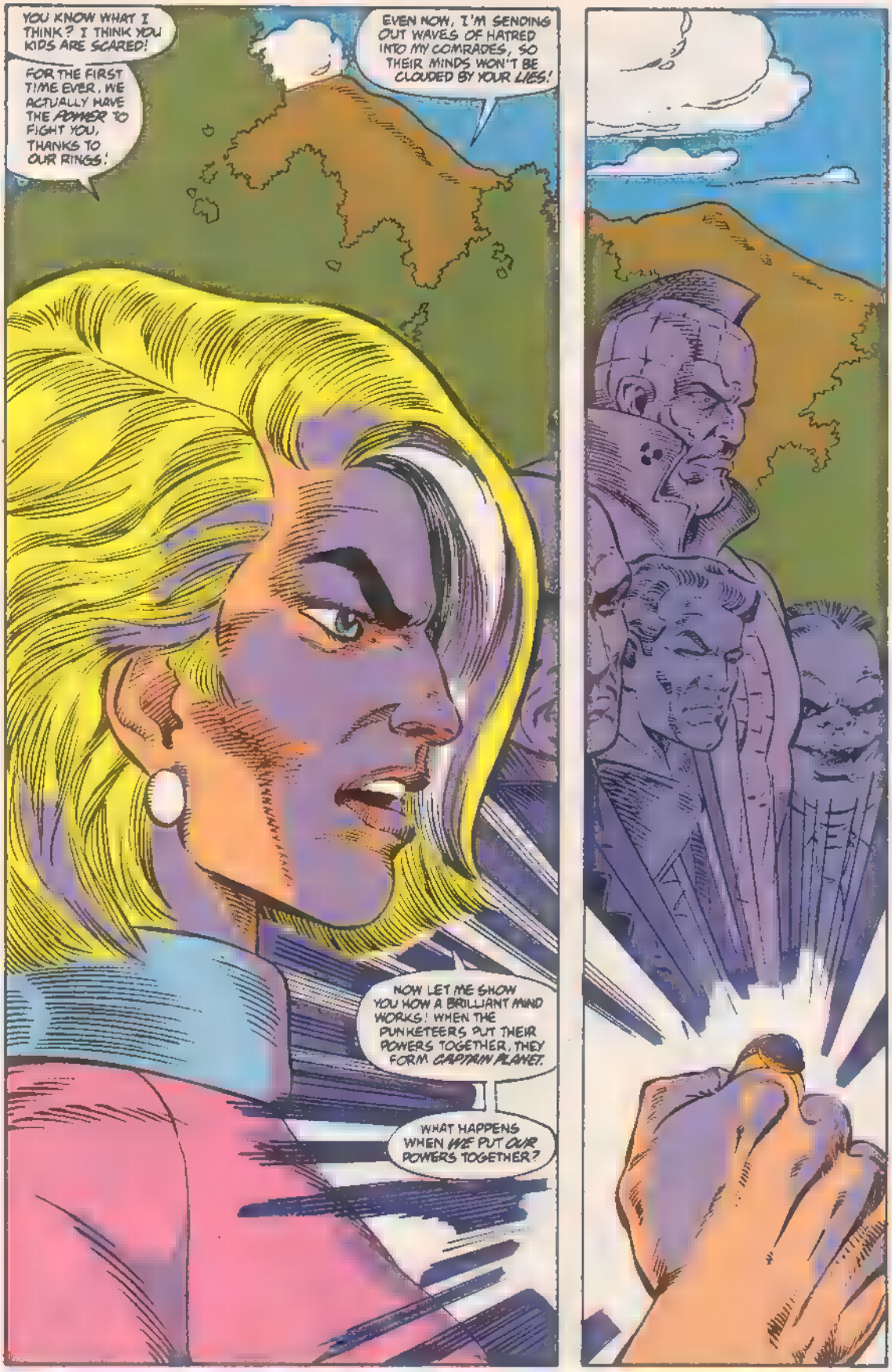
Better Than Ever.
▬ FLEER CORP. PHILA. PA 19141

*No Purchase Necessary. Send a SASE to: Clemens Career Highlights, P.O. Box 1383, Church Hill, MD 21690. One request per envelope, mailed separately, and received by 10/31/92. WA/VT may omit return postage. ARV: $50; Odds 1:35,000

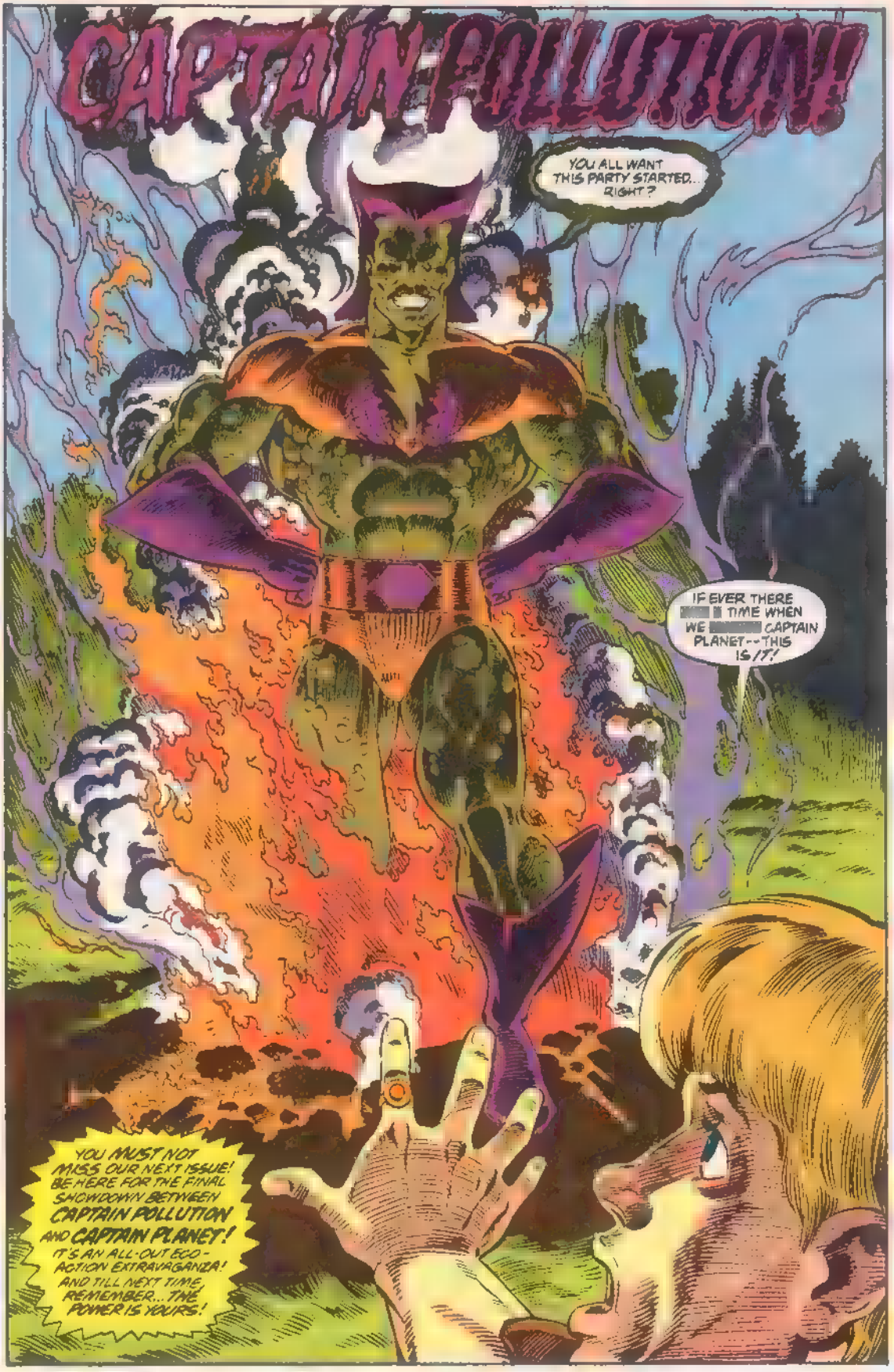

WELL IT WON'T WORK!
NOT AS LONG AS I HAVE THE POWER OF HATE!
[redacted] HATE, I CAN FIGHT [redacted] THE MIGHTY GAIA!

GET WITH IT, [redacted] YOU REALLY THINK GAIA WOULD TRY TO CONTROL SOMEONE'S MIND?
DON'T YOU SEE -- IF [redacted] ALL WORK TOGETHER, THERE'S NOTHING WE COULD NOT DO!


YOU REALLY DON'T BELIEVE THAT, DO YOU?
YOU KIDS ARE JUST FOOLING YOURSELVES! PEOPLE CAN'T CHANGE! THE WORLD WAS CRUEL TO US "ECO-VILLAINS," AND NOW WE'RE JUST BEING CRUEL TO IT IN RETURN!
IT'S OUR WAY OF GETTING A LITTLE PAYBACK!


YOU KNOW WHAT I THINK? I THINK YOU KIDS ARE SCARED!
FOR THE FIRST TIME EVER, WE ACTUALLY HAVE THE POWER TO FIGHT YOU, THANKS TO OUR RINGS!
EVEN NOW, I'M SENDING OUT WAVES OF HATRED INTO MY COMRADES, SO THEIR MINDS WON'T BE CLOUDED BY YOUR LIES!
NOW LET ME SHOW YOU HOW A BRILLIANT MIND WORKS! WHEN THE PUNKETEERS PUT THEIR POWERS TOGETHER, THEY FORM CAPTAIN PLANET.
WHAT HAPPENS WHEN WE PUT OUR POWERS TOGETHER?

NO!
LET'S DO IT! SMOG!
TOXICS!
SUPER RADIATION!
HATE!
DEFORESTATION!
THERE! COMING OUT OF THE GROUND-- WHO IS THAT?
IT'S THE GREATEST ECO-VILLAIN OF THEM ALL--


CAPTAIN POLLUTION!
YOU ALL WANT THIS PARTY STARTED... RIGHT?
IF EVER THERE [redacted] TIME WHEN WE [redacted] CAPTAIN PLANET--THIS IS IT!
YOU MUST NOT MISS OUR NEXT ISSUE! BE HERE FOR THE FINAL SHOWDOWN BETWEEN CAPTAIN POLLUTION AND CAPTAIN PLANET! IT'S AN ALL-OUT ECO-ACTION EXTRAVAGANZA! AND TILL NEXT TIME, REMEMBER... THE POWER IS YOURS!

PLANET PROFILES

CAPTAIN PLANET: Captain Planet is an ecological super-hero formed from the very elements of the [illegible] itself. He [illegible] dormant beneath the Earth's surface until he is summoned by the Planeteers through their magic rings. The combined powers of Earth, Fire, Wind, Water, and Heart are absorbed and intensified by Captain Planet, leaving the Planeteers temporarily powerless. When his help is [illegible] longer required, or his energy is sapped, he releases the powers back [illegible] the five rings of the Planeteers, and returns to the Earth to recharge. He is usually called when the evil deeds of the Eco-Villains have become too great a task for the Planeteers to handle. In these situations, he is able to rearrange his molecular structure to transform himself into the various powers of nature such [illegible] fire or ice. But as with nature, there has to be balance, and Captain Planet does have certain weaknesses. His powers are reduced or temporarily eliminated by exposure to toxic waste, smog, acid rain, or other pollutants, or by prolonged contact with synthetic manmade materials. His sensitivity to the needs and suffering of his fellow creatures means that he is unable to inflict pain on even the most evil of his enemies, and so he outwits them with his smart thinking, his strength, and even the occasional joke! Although he is [illegible] environmental super hero, he realizes that he is not the answer to the world's ecological problems. He believes that people should take responsibility for the future of the Earth, and [illegible] only they [illegible] bring about change.

GAIA: Gaia is the spirit of the Earth, and protector of the planet. [illegible] causes her great anguish and distress to see the damage done to the Earth, seas, atmosphere and living creatures, and it is her watchful eye that alerts the Planeteers to the evil deeds of the Eco-Villains. Although she cannot physically leave Hope Island, she travels with the Planeteers in spirit, appearing to them as a holographic image. In this way she can give advice and provide inspiration to both them and Captain Planet, helping them to solve the problems she has located. She watches over the Earth from the crystal chamber on Hope Island and identifies ecological disasters via Planetvision—a series of crystalline screens that can not only show the past and present, but can also show the possible outcome of any ecological situation. Gaia loves Earth's children, but she is sorrowed by what they have done and worries about the future. Because she is the spirit of the Earth, her health is directly linked to that of the planet. When the Earth suffers, she suffers, too. But Gaia is eternally hopeful for the future and has faith that her children will realize the error of their ways, and right the wrongs that they have inflicted upon their home.

[illegible] This 16-year-old conservationist does everything in his power to save the world's endangered species. Raised by elders in [illegible] remote village with no TV, KWAME is somewhat naive—often with comic or poignant consequences. He has the greatest integrity of any of the Planeteers, but his naive idealism occasionally causes him to become disillusioned with human nature.

With his "green thumb," Kwame can grow almost anything. Though fundamentally serious, he has an impish sense of humor and often delivers off-the-wall lines in perfect deadpan. His earthy wisdom provides a firm foundation for the other Planeteers.

Kwame has witnessed severe environmental degradation in his homeland and thus, [illegible] the leading conservationist of the Planeteers. He [illegible] quiet but firm in his convictions, and often assumes [illegible] leadership role.

Kwame's element is Earth. He can create small, localized earthquakes; move rocks in the Earth; [illegible] holes or furrows in the Earth for planting; create tiny islands by raising rocks from the bottom of the ocean (only when the water [illegible] shallow); and turn mud to solid ground.

WHEELER: Wheeler has the power of fire, and through his ring, he can call up tiny bolts of lightning or create and direct small fires. He grew up on the tough streets of Brooklyn, New York, and it is this background that has made him the true survivor he is today. At 17, he is the oldest Planeteer, but he is probably the least knowledgeable in environmental issues, and he often makes mistakes. However, despite his flip comments and endless flirting, his heart is in the right place, and he takes his role ■ a Planeteer very seriously indeed! In many ways, Wheeler still has ■ lot to learn. He is the most likely of the group to be scared by the responsibility Gaia has given him and he often fails to understand the importance of the issues he faces. However, he is quick to learn, and has ■■■ of humor enough to carry both him and his fellow Planeteers through the most perilous situations. His biggest challenge is to become more sensitive and to develop a more caring attitude towards the planet.

LINKA: Linka has the power of wind, and through her ring, she has the ability to create anything from a gentle breeze to ■ small tornado! She comes from the Soviet Union, where she ■■■ involved with music,computers, and nature before she was called by Gaia to join the Planeteers. She is hard-working, and is really far too serious for the average 16 year old. Yet it is her highly analytical mind and problem-solving abilities that make her such an asset to the group. When a problem arises, her sharp mind goes straight to work on finding ■ logical solution, and in this way, she is the ideal buffer for Wheeler's emotional impulsiveness. Linka is drawn to her American ally, but in personality, they ■■■ like oil and water. Sparks fly when they are together. However, in times of trouble, their true fondness for each other cannot help but surface. In some ways, Linka is the most conservative of the Planeteers, but her cool mind is accompanied by a hot temper, and it is this combination that gives her the determination to tackle the world's ecological problems, and help save the planet!

GI: This 15-year-old is ■ mixture of refined culture and high-tech/high style. She's a rock and roll fan as well as ■ natural linguist. Bright, sophisticated, a citizen of the world (she started college ■■ age 14), Gi is the most flexible of the Planeteers.

■■ is an athlete—her favorite sport is surfing—and a student of marine biology. She has a strong scientific understanding of the various ocean ecosystems. She is at home with the ■■■ and its creatures, and has a particular fondness for dolphins, with whom she can communicate.

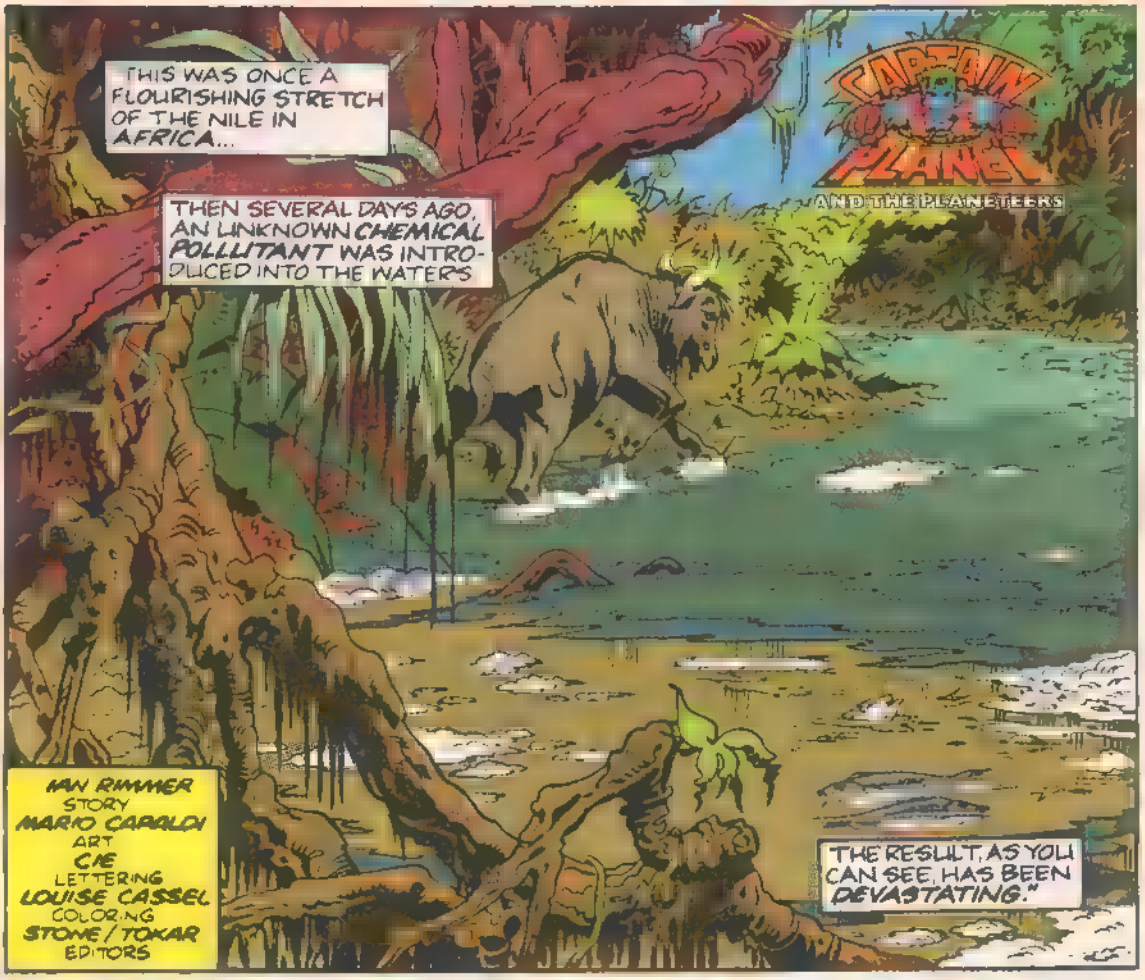
Gi is the most stylish and trendy of the Planeteers. She is a team player, though she can be ■ bit impetuous at times.

Her element is water. Gi can control any water source, be it ■ well, faucet, river or sea. She can even summon the ocean to do her bidding, calling up waves or water spouts, and with extreme concentration, draw water out of the very air itself.

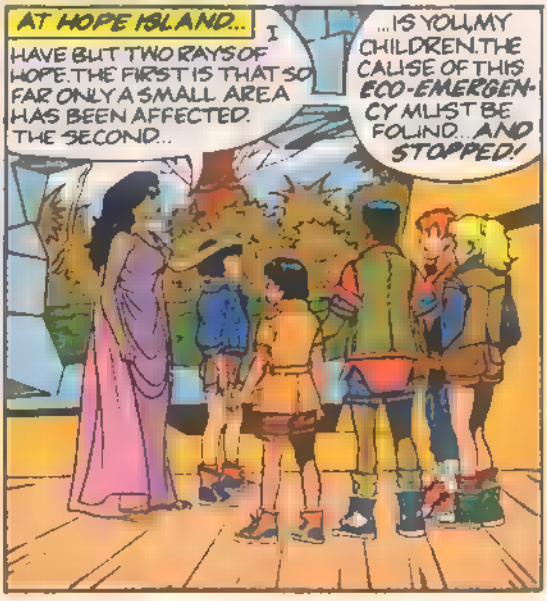
MA-TI: This 12-year-old Kyapo Indian, can survive on his own in the wildest jungle. He's no stranger to the big city either, and knows about the world outside the Amazon basin. Ma-Ti is a friend to animals—he has a pet spider monkey named Suchi—and communicates with them verbally and non-verbally. Although ■■ has little formal education, he has ■■ intuitive grasp of ecological principles. Despite being the youngest, he often ■■■■ the wisest.

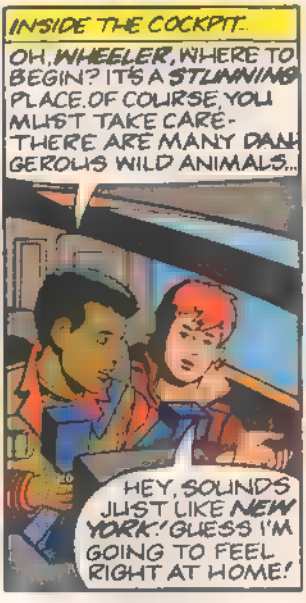
Ma-Ti serves as the Planeteers's emotional link to the Earth and humankind. He is also the closest of the group to Gaia, and tries to keep them focused on the spirit of her teachings. Often he acts as ■ cohesive force, working to promote Planeteer unity.

Ma-Ti's element is heart, which enables him to communicate telepathically with the other Planeteers and with Gaia. He is the essence of caring and concern, always willing to give of himself for the benefit of the whole. His empathic abilities with animals are heightened immensely, allowing him to feel emotions that often produce clues to aid the Planeteers. Nevertheless, Ma-Ti is equally sensitive to evil thoughts and can be mentally "deafened" by the close presence of minds filled with hate and wickedness.


THIS WAS ONCE A FLOURISHING STRETCH OF THE NILE IN AFRICA...
THEN SEVERAL DAYS AGO, AN UNKNOWN CHEMICAL POLLUTANT WAS INTRODUCED INTO THE WATERS
CAPTAIN PLANET
AND THE PLANETEERS
IAN RIMMER STORY
MARIO CAPALDI ART
CAE LETTERING
LOUISE CASSEL COLORING
STONE / TOKAR EDITORS
THE RESULT, AS YOU CAN SEE, HAS BEEN DEVASTATING."

TOXIC TERROR!


AT HOPE ISLAND...
I HAVE BUT TWO RAYS OF HOPE. THE FIRST IS THAT SO FAR ONLY A SMALL AREA HAS BEEN AFFECTED. THE SECOND...
...IS YOU, MY CHILDREN. THE CAUSE OF THIS ECO-EMERGENCY MUST BE FOUND... AND STOPPED!


INSIDE THE COCKPIT:
OH, WHEELER, WHERE TO BEGIN? IT'S A STUNNING PLACE. OF COURSE, YOU MUST TAKE CARE- THERE ARE MANY DANGEROUS WILD ANIMALS...
HEY, SOUNDS JUST LIKE NEW YORK! GUESS I'M GOING TO FEEL RIGHT AT HOME!

IN AFRICA...
I GUESS THE FIRST THING WE CAN DO IS TAKE SOME RIVER SAMPLES TO TEST IN THE GEO-CRUISER'S LAB!
CHECK! RIVER SAMPLES COMING RIGHT...
...URRRHP! C-C-C-CROCODILE!
POLLUTION'S HAD LITTLE EFFECT ON HIM!
BUT IT HAS, WHEELER... I CAN FEEL IT IS IN MUCH PAIN!
YES MA-TI... THE CREATURE'S SKIN SEEMS BADLY DISCOLORED!
WHATEVER COLOR IT IS, I DON'T WANT TO END UP INSIDE IT!
HEY, LINKA, WHAT SAY WE RAP FOR INFO IN THE TOWN DOWN RIVER?
BUT I...
AND SO...
OH, VERY WELL - IF ONLY TO IMPROVE YOUR THINKING ABOUT CROCO-DILES.
HEY, THEY* EAT PEOPLE - WHAT MORE IS THERE TO THINK ABOUT?
*CROCODILES AND ALLIGATORS DO NOT EAT PEOPLE. THEY WILL ONLY ATTACK IF THEY ARE UNDER THREAT.
FOR INSTANCE, LIKE MANY CREATURES, THEY HAVE BEEN VICTIMS OF AN ILLEGAL SKIN TRADE.
CROCODILES COULD ONE DAY DISAPPEAR LIKE DINO-SAURS IF THE HUNTERS ARE NOT STOPPED.
CONSERVATION IS ABOUT PROTECTING ALL CREATURES, WHEELER - EVEN THE ONES WITH SHARP TEETH!
UH-HUH. OKAY, LINKA - I'LL, ER, CHEW THAT OVER!

BUT AT THE TOWN...
WHAT'S GOING ON? WHY ARE ALL THESE PEOPLE LEAVING?
MANY LOCAL PEOPLE RELY ON THE RIVER FOR THEIR LIVELIHOODS. IF THE RIVER DIES, THE [redacted] DIES TOO.
TALK ABOUT TOUGH BREAKS! THE RIVER POLLUTION HAS POISONED THEIR LIVES, TOO.
DA! AND THE LONGER IT GOES ON, THE GREATER WILL BE THE RISK OF PEOPLE BECOMING PHYSICALLY INFECTED
OLD MAC'S CROCODILE FARM
THEN WE'VE--SAY, LOOK... "OLD MAC'S CROCODILE FARM." GUESS THEY COULDN'T THINK OF A SNAPPIER NAME!
OH, VERY HUMOROUS, WHEELER...
YEAH- UNLIKE THE DRIVER! CHECK HIM OUT...
...IT'S ARGOS BLEAK, THE MERCENARY MUSCLE FOR THAT ECO-MANIAC, LOOTEN PLUNDER!
COME ON, LINKA!
W-WHERE ARE WE GOING?
...WHEREVER THIS TRUCK TAKES US!

MEANWHILE, IN THE GEO-CRUISER'S LAB...
HAVE THE TESTS ON THE RIVER WATER BEEN USEFUL, GI?
NOT AS MUCH AS I'D HOPED. I'M GOING TO NEED MORE SAMPLES FROM DIFFERENT POINTS ALONG THE RIVER...
...THAT WAY I CAN COMPARE THE STRENGTHS OF POLLUTION, AND FIND ITS ORIGINAL SOURCE.
THEN WHAT ARE WE WAITING FOR?
...WE CAN COLLECT WHAT WE NEED IN NO TIME THANKS TO THE GEO-CRUISER!
MEANWHILE...
WE'RE HERE-WHEREVER HERE IS! BETTER MAKE LIKE BANANAS, AND SPLIT!
BOZHE MOI!* YOU TALK THE TWO DUTCHES SOMETIMES!
*RUSSIAN FOR 'OH MY GOODNESS!'
THAT'S DOUBLE DUTCH, LINKA! UH-OH-- THERE'S A CROC ROADBLOCK THAT WAY...
THEY'RE COMING ALONG BOTH SIDES TO UNLOAD.. NOW WHAT?

BULLPEN BULLETINS

STAN'S SOAPBOX

Hi, Heroes!

Remember this date — October '91! It was one of the biggest, most important months in the halcyon history of mighty Marvel! What made it so important? Hey, I thought you'd never ask!

In previous Soapboxes I gave you a number of hints about big things happening out here in Hollywood, big things that I wasn't free to talk about until the contracts were signed and the deals were closed. Well, it's now official! The biggest movie project we've ever planned is now under way — and if you guessed SPIDER-MAN, then award yourself a twelve-cylinder no-prize with fuel injection!

But here's the most exciting part — guess who's gonna write, direct, and produce the first ever big-budget, feature film of the world's most famous wall-crawler? Wouldja believe James Cameron?!! That's right, Bunky, the same fabulous, super-fantastic filmmaker who bestowed upon a wildly cheering, wide-eyed world such monster hits as ALIENS, THE ABYSS and the two titanic TERMINATOR thrillers! So you can take this to the bank, Believer — SPIDER-MAN is destined to be the biggest, boldest, baaaaadest blockbustin' bombshell of a super hero action extravaganza ever to hit the screen!

Now then, before you start bombarding us with letters and phone calls asking who's gonna star in our fabulous forthcoming flick, or who the villain will be, let me advise you that those decisions haven't yet been made. First, the story has to be structured and then a screenplay written. That will probably take months because we're determined to make it the greatest action thriller of all. But as soon as more info comes through, even faster than you can wiggle your webs you'll get the scoop via the ol' Soapbox column as well as in the various newsletters we'll be sending to all the Wild Agents of Marvel!

And next issue, on this very same page, if Irving Forbush doesn't elope with Aunt May in the next thirty days, I'll bring you some additional exciting news about X-MEN hitting the screen! Who says this isn't the Marvel Age of Awesome Announcements?!!

Excelsior!

Stan

Stan Lee

FOR THE NEXT NINE PARAGRAPHS, WE WILL BE CONDUCTING A TEST OF THE EMERGENCY BULLPEN SYSTEM. THIS IS ONLY A TEST. ALL YOU WILL NEED IS AN INSATIABLE, ALL-CONSUMING, ALMOST OBSESSIVE CURIOSITY ABOUT ALL THINGS MARVEL. READY ... BEGIN!

February is the shortest month, so that means we'll make this column as short as possible, and try to write it in the shortest amount of time. Actually, this is a leap year — does that mean we should skip over the page this month? (The preceding joke sponsored by the One Lame Joke Per Bullpen Page Committee.)

Some new faces have appeared on staff since our last column, and most have had bodies to go along with them, as Marvel is not in the habit of hiring detached faces. (Except over in the HELLRAISER office, where they encourage that kind of thing.) New to the editorial staff are **Hildy Mesnik**, who will be taking over G.I. JOE and the BARBIE titles. (Does this mean G.I. Joe will finally get to ask out Barbie?) Hildy won the assignment when many of our male editors, who were eager to play with Barbie, even if only twice a month.

Assisting Hildy is **Kevin Kobasic** — a natural choice, as he was previously assistant to **Don Daley** on the PUNISHER books. Kevin brings to the BARBIE titles his experience working with hard-nosed characters (relax, Don, we're not talking about you), and perhaps can give them that edge she needs to succeed in today's competitive comics field. Replacing Kev in Don's office is **Tim Tuohy**, formerly Don's college intern.

Also moving up in the world, like three-day old cream in a cup of coffee, is MARVEL AGE MAGAZINE assistant editor, **Mike Lackey**. Mike is now a full-fledged staff member. Mike was only half-fledged before, so now the rest of us can stop staring and pointing. Mike is also the writer of the new WORLD CHAMPIONSHIP WRESTLING comic which debuts this month, and claims his dream is to have the WCW champion hit him over the head with a steel chair. Keep dreaming, Mike. It'll happen someday.

Our own dream is to make it all the way to the end of the new *Spider-Man* arcade game from Sega! The game is a lot of fun, pitting Spider-Man, the Black Cat, and the Sub-Mariner against many of Spidey's deadliest foes, including the Hobgoblin, the Scorpion, and Venom. (Watch out for Venom — he cheats!) Also out now in arcades everywhere is a *Captain America and the Avengers* game, featuring not only Cap, but also Iron Man, the Vision, and Hawkeye against some of their greatest antagonists, such as the Mandarin and the Red Skull. Both games feature state of the art graphics, and are great for improving your eye-hand coordination, in case you want to become test pilots some day!

But don't spend your last quarter yet — coming your way real soon is the all-new *X-Men* arcade game from Konami. The X-Men game promises to be our best game yet, featuring all your favorite merry mixed-up mutants clashing and cavorting in all their glory. You also won't want to miss the Wolverine vs. Magneto hand-held game in the works, and it'll be out later this year. It's the most fun you can have without losing an eye!

And using our collective one good eye, let's look back at the Marvel Halloween party from last year. As we write these words, our teeth are still stained with Halloween candy from the big Marvel Halloween bash, which we, being traditional Marvel Zombies, like to hold once a year. The highlight of the bash is, as always, our wacky Marvelympics, in which all your favorite Marvelokids go at it, tooth and claw.

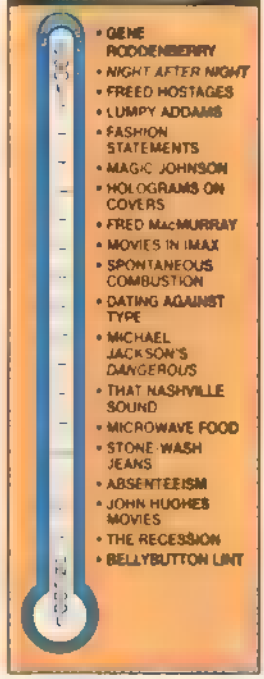
The big winner this year was SHIELD inker **Don Hudson**, who was the loudest screamer, and stuffed the most candy corn in his mouth. Don was defeated, however, in the big musical chairs competition by Epic assistant editor **Tom Daning**. Noted Tom, "I've got the fastest cheeks in the west!" Tom's boss **Marcus McLaurin** also scored a victory in the "draw a caricature of a fellow employee" contest. Marc drew **Jim Salicrup**, which is actually not as hard as it looks.

Best costumes at the party included NOMAD editor **Glenn Herdling**'s Venom, and Glenn's assistant **Pat Garrahy** as Terminator 2. Assistant Editor **Evan Skolnick** was DEATHLOK-editor **Tom Brevoort**, and no one could tell them apart! Even though it's only February, it's still not too early to start thinking about this year's Halloween bash. After all, February *is* the shortest month ...

THIS CONCLUDES OUR TEST OF THE EMERGENCY BULLPEN PAGE SYSTEM. THIS WAS ONLY A TEST. HAD THIS BEEN AN ACTUAL EMERGENCY, YOUR SPIDER-SENSE WOULD HAVE STARTED TINGLING, YOUR PULSE WOULD HAVE STARTED POUNDING, AND YOU WOULD HAVE BEEN COMPELLED TO SING THE THEME SONG FOR **WAM**, THE NEW MARVEL FAN CLUB!

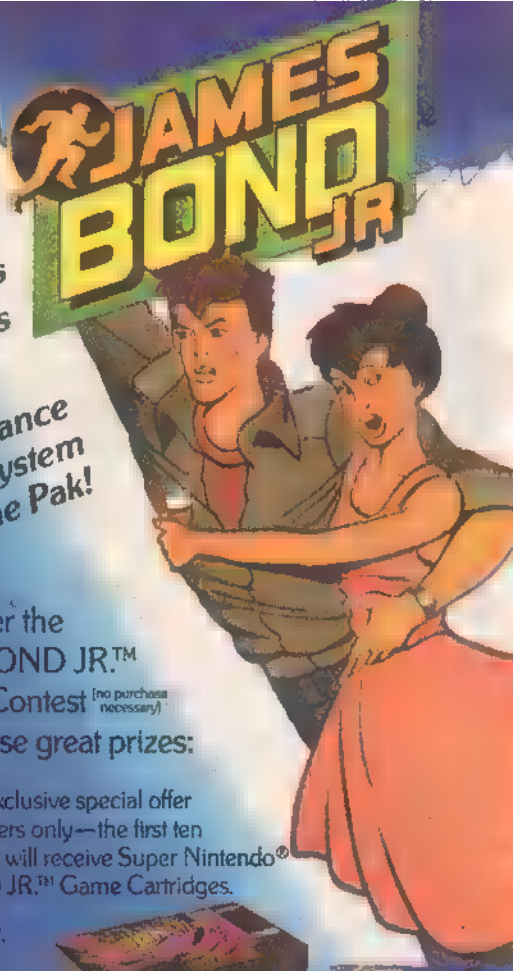
FEBRUARY

WHAT THE BULLPEN WAS BUZZING ABOUT



- GENE RODDENBERRY
- *NIGHT AFTER NIGHT*
- FREED HOSTAGES
- LUMPY ADDAMS
- FASHION STATEMENTS
- MAGIC JOHNSON
- HOLOGRAMS ON COVERS
- FRED MacMURRAY
- MOVIES IN IMAX
- SPONTANEOUS COMBUSTION
- DATING AGAINST TYPE
- MICHAEL JACKSON'S *DANGEROUS*
- THAT NASHVILLE SOUND
- MICROWAVE FOOD
- STONE-WASH JEANS
- ABSENTEEISM
- JOHN HUGHES MOVIES
- THE RECESSION
- BELLYBUTTON LINT

He's Rad. He's Bad. He's JAMES BOND JR.



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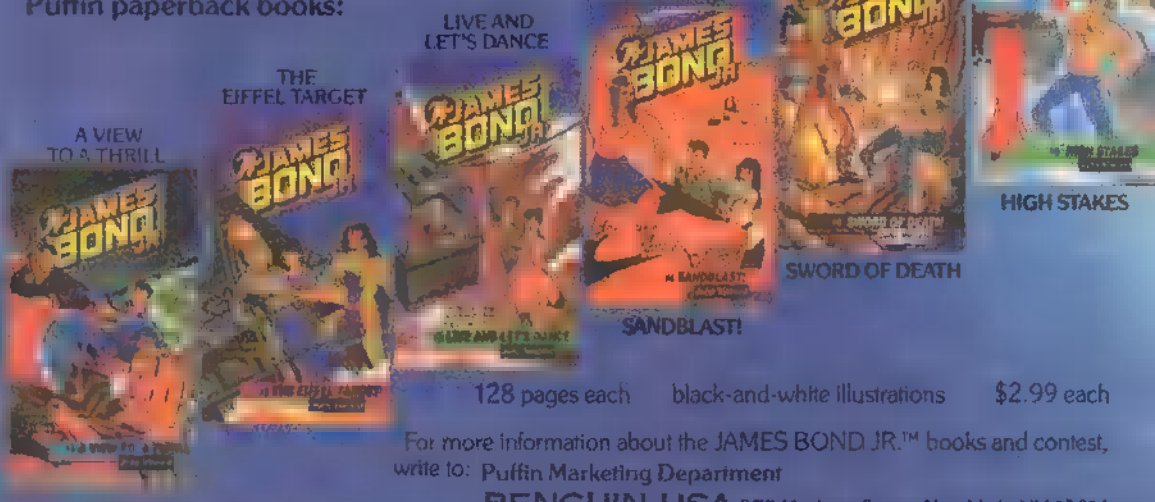

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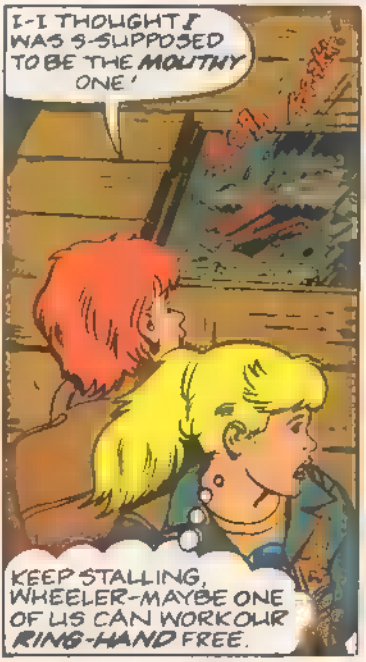
*Prizes subject to availability. Game cartridges may be replaced by prizes of equivalent value.

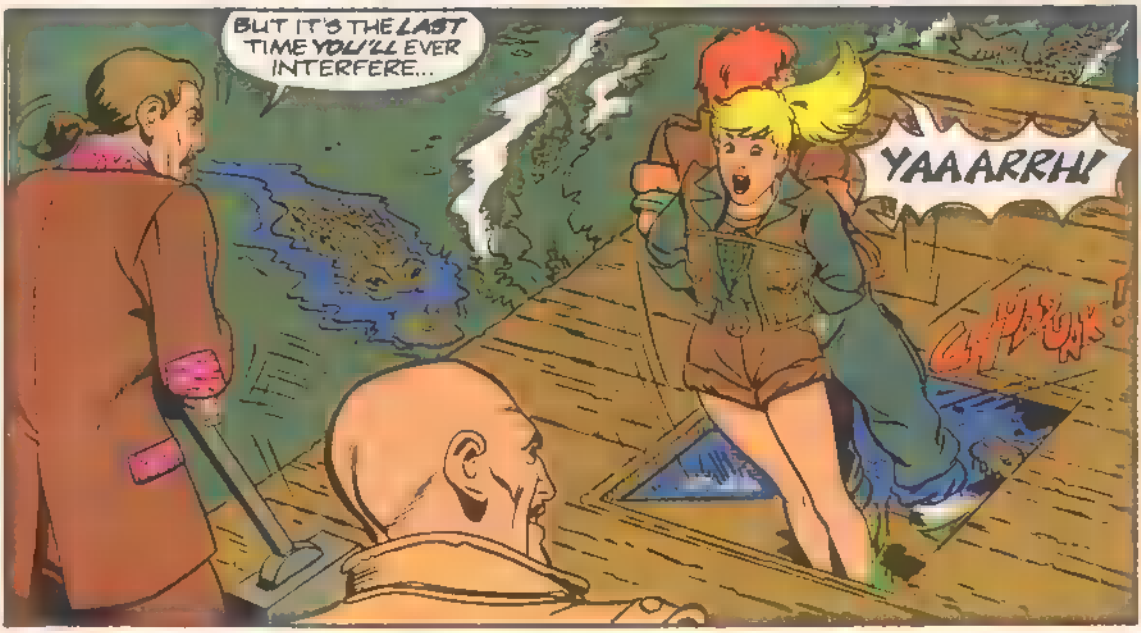
I TAKE IT YOU SECURED ALL THE EXTRA CHEMICALS NEEDED FOR MY TOXIN?
OF COURSE. THAT'S WHAT YOU PAY ME FOR, MISTER PLUNDER!
THEN WE'RE READY. THE TEST BATCH WENT SUPERBLY, RUINING THE SKIN OF EVERY CROCODILE IT TOUCHED!
NOW WE CAN DISPERSE THE TOXIN OVER A MUCH [redacted] AREA.
EVERY CROCODILE IN THIS PART OF AFRICA, EXCEPT THOSE ON OUR FARM, WILL BE AFFECTED.
CRIMINALLY SIMPLE, ISN'T IT? THE PRICE FOR PURE CROC SKIN WILL ROCKET, AND WE'LL HAVE OUR OWN PROTECTED SUPPLY!
WE'LL, AHH, MAKE A KILLING, AS THEY SAY!
THERE ARE JUST TWO SMALL PROBLEMS, MISTER PLUNDER...
...THESE TWO!
HUH? HEY!
TH-THEY SAW US, WHEELER!
OF COURSE, PLANET PUNK! AND WHEN I DID, I KNEW JUST WHAT TO FEED MY CROCODILES FOR LUNCH!

AND AFTER PLUNDER HAD PREPARED HIS DEADLY TOXIN..
A LITTLE DEMONSTRATION OF HOW MY CROCS LIKE THEIR FOOD...THESE CRATES CONTAIN TINY PORTIONS OF MEAT...
GUUUNK!
...HORS-D'OEUVRES BEFORE THEIR MAIN COURSE, YOU MIGHT SAY


I-I THOUGHT I WAS S-SUPPOSED TO BE THE MOUTHY ONE!
KEEP STALLING, WHEELER-MAYBE ONE OF US CAN WORK OUR RING-HAND FREE.

NOW...TIME FOR YOU PLANETEERS TO BE PLUMMETEERS! ARGOS, IF YOU PLEASE...
I...I DO BELIEVE I'M QUITE OVERCOME

Y-YEAH-CROCODILE TEARS, I'LL BET!
THAT WAS GOING TO BE MY LINE, ECO-GEEK!
NO USE - CAN ONLY TURN MY FINGERS IN...


BUT IT'S THE LAST TIME YOU'LL EVER INTERFERE...
YAAARRH!
GLUNK

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THE UNCANNY X-MEN

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J-JUST WHEN WE G-GOT TO HOLD HANDS!
OH, WHEELER..
WATER!
HUH?
WELL DONE, GI! YOUR WATER SPOUT CAUGHT THEM!
GI'S BOUNCING US CLEAR - LOOKS LIKE WE'LL HAVE TO CANCEL OUR LUNCH DATE, CROC'S!
WATER WATER!
AND SO...
THE EXTRA WATER SAMPLES INDICATED WE WERE CLOSE TO THE SOURCE OF THE ORIGINAL POLLUTION BUT THEN WE SAW YOU TWO!
THANK GOODNESS WHEELER HAS THE HANDS OF CLAMS..
SURE THEY WERE CLAMMY. WE WERE [redacted], RIGHT?
AND ANOTHER THING...WE-HEY, LOOK! PLUNDER'S GETTING AWAY... AND I BET HE'S GOT HIS TOXIN ON BOARD!
PLANETEER ALERT! LET OUR POWERS COMBINE!

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HEART!
EARTH!
FIRE!
WIND!
WATER!
LOOTEN PLUNDER'S EARNED HIMSELF A CROCK OF TROUBLE WITH THIS CAPER!
GO, PLANET!
IT'S THAT ECO-FREAK, CAPTAIN PLANET!
PANIC EATS INTO PROFITS, ARGOS. KEEP YOUR NERVE--I HAVE A LITTLE TOX EVASION IN MIND!
BACK OFF, YOU CLEAN-CUT KLLITZ-OR I DUMP ALL THE POISON AT ONCE, AND KILL THIS RIVER FOREVER!
HE'S MEAN ENOUGH TO DO IT--BUT I CAN'T LET HIM GET AWAY WITH HIS ECO-CRIMES, EITHER!

SUDDENLY...
KRRRAK!
NO! I--AAARRH!
THE TOXIN...
...GOT IT! LOOKS BLEAK FOR PLUNDER TOO!
NO BOSS, NO PAY CHECK! BETTER FISH HIM OUT..
I'LL LEAVE THIS EVIL CONCOCTION WITH YOU, PLANETEERS. BETTER CHECK ON THOSE CROC CROOKS, THOUGH!
CAPTAIN- I THINK IT IS TOO LATE!
IT SEEMS THE CROCODILE HAS AVENGED ALL THOSE MISTREATED BY PLUNDER!
HMM... "THOSE THAT TAMPER WITH NATURE SHALL DIE BY NATURE."
...PERHAPS THAT REALLY IS TRUE!
THE END.

THE PAGE IS YOURS!

ROB TOKAR: EDITOR DAN CUDDY: ASSISTANT EDITOR c/o MARVEL COMICS, 387 PARK AVE. SOUTH, NEW YORK, NY 10016.
All letters must include your name and address, though we will withhold that information by request!

Hello, Eco-fans, and welcome to the first CAPTAIN PLANET letters page! We hope to have a letters page in every issue of CAPTAIN PLANET. It gives the readers a chance to let their voices be heard, and to see what other fans are thinking, as well. We want your feedback on this series. Let us know what we're doing right and wrong. Which issues did you like best—and least? Which Planeteer is your favorite? How would you compare the comic to the tv show? Which villains would you like to see more of? What are some things young people can do to help save the Earth? Drop us a line and let us know. Remember—THE PAGE IS YOURS!

Dear Rob,

So far, I've got the first two issues of CAPTAIN PLANET, and I thought they were great. I look forward to other CAPTAIN PLANET issues to come!

Jeff Steele
3808 Camilla Dr.
Jackson, MS 39212

Dear Captain Planet Guys,

I got CAPTAIN PLANET #1 and loved it. I never saw the first cartoon, so your comic filled me in on what happened. I have a few questions.

1) After you finish comics of the cartoon, will you have your own series?

2) Will you have a comic telling the creation of Captain Planet and Gaia?

3) Instead of saving the day, could you have a three or four part story of every villain joining forces to triumph over Captain Planet?

4) If "yes" for question 3, how?

5) In one issue, will the Planeteers lose the rings when Captain Planet is badly needed?

Before I go, please, please, please, please, pleeeeeeeeeease make this comic last a very, very, very long time.

Until Captain Planet and Gaia pollute the world, Make Mine Marvel!

Billy Barbato
1713 Moravia St.
New Castle, PA 16101

Sounds like you're quite a Captain Planet fan, Billy! We should let you know that CAPTAIN PLANET is planned as a twelve-issue limited series. Will there be more issues after that? It depends on how well it sells. So tell all your friends to buy CAPTAIN PLANET! Remember, the power is yours!

Now, let's see if we can answer your questions...

1) The first issue of the CAPTAIN PLANET comic was an adaptation of the first episode of the TV show. All the other issues of the comic are original stories.

2) The origins of Captain Planet and Gaia must remain a mystery, for now. The TV show is the most likely place you'll find them—stay tuned!.

3) A three or four part saga with the villains joining forces to triumph over Captain Planet? Sounds a lot like the storyline we're running right now!

4) Read next issue!.

5) We doubt the Planeteers will ever lose their rings—the kids are much too smart for that. But in issue #4, they did lose Wheeler for a little while when they badly needed his help to summon Captain Planet!

Hey, guys and gals,

Is your "world's most ecological comics magazine's" recycled paper at least 50% post-consumer recycled paper? Is it bleached with oxygen (peroxide, for example), instead of chlorine compounds?

Hope so. I'd hate to have to give up my CAPTAIN PLANET because it was ecologically unsound!

Dian (the die-hard) Hardison
4687 Sisson
Titusville, FL 32870

Give up CAPTAIN PLANET? Perish the thought, Dian! And we forgive you for doubting us! Let us assure you that CAPTAIN PLANET is printed on 100% post-consumer recycled paper. Our manufacturing department (the people responsible for handling these kinds of things) tells us that the paper is not bleached at all; it is de-inked through a standard de-inking process. The paper we use for CAPTAIN PLANET is comparable to 30 pound news paper, made from ground wood.

Glad to see you're such a die-hard CAPTAIN PLANET fan!

Dear Planetary Pioneers,

After reading CAPTAIN PLANET #2, I have a suggestion and some questions.

1) Not meaning this as an insult, but the interior art needs to be improved. You can either get a new penciler (rather rash) or correct the mistakes in the layout.

In regards to the latter, I have some friendly advice. First, put more variety in the panel angles (see X-MEN #1 for a good example). Second, there are obvious differences in artwork between cartoons and comic books (comic art is far better). Do not be afraid to exploit the drama of full comic book art. Finally, you should increase the amount of expression on the faces. Also, don't be afraid to use closer close-ups. (This can be combined with tip #1 for a very dramatic effect.)

2) Will we be seeing Cap (and the Planeteers) battle any villains like Magneto? I'd think those nuclear missiles of his would be very detrimental to the ecology of the planet!

3) Why is Ma-Ti acting so aggressive? This is not in character for him.

4) I have identified the silhouette on page 24, panel 8, as Verminous Skumm. Am I correct in this assumption?

5) How is the name "Planet Vision" or "Planeteer Report" for your letters column?

6) Is Gaia merely a shapeshifted form of the Earth Spirit Gaea, or is she a separate entity? If she is the latter, how would this affect Gaea?

7) Will Captain Planet and the Planeteers be featured in an upcoming installment of the Gamer's Handbook of the Marvel Universe?

Anthony K. Harvey
20993 Dexter Blvd.
Warren, MI 48089-3472

WOW! You sure have a lot of questions, Anthony! There's something about this comic that just inspires people to send in long lists of questions!

1) Yes, there is a difference between comic book art and cartoon art, as you noted, but we think both are capable of being just as good. Here at Marvel, we're all big fans of the animation on the CAPTAIN PLANET show. We think it looks GREAT! What do you think?

2) You won't be seeing any Marvel Universe heroes or villains (like Magneto or Spider-Man) in this series. CAPTAIN PLANET and the Planeteers are part of a universe of their own.

3) If Ma-Ti seemed a little aggressive in issue #2, it was actually his concern about Linka's injuries..

4) Congratulations on being the first reader to correctly guess the identity of our mystery villain! Consider yourself an honorary Planeteer!

5) Those both sound like good names to us! But for now, we'll stick with the title we've got! What do the rest of you think?

6) At this point, it is not known if there is any connection between Gaia and the mythological goddess of the Earth, Gaea. We doubt it, but you must admit, their names are pretty close!

7) No, but we are doing "Official Handbook" style pages on the various Planeteers here in this very issue! How's that for service?

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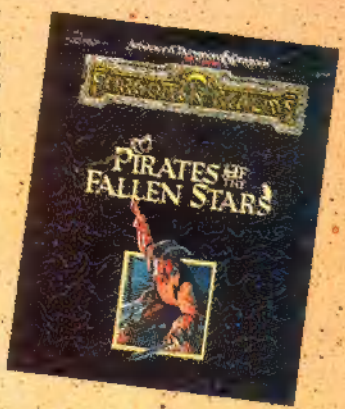

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